



# INSTITUTE OF SKILLS ACQUISITION AND STRATEGIC PLANNING

BUILDING INNOVATIVE SKILLS FOR ENTREPRENEURIAL DEVELOPMENT

## **DIPLOMA IN EVENT MANAGEMENT AND PRACTICE**

### **Programme overview**

This course is designed to provide students with some of the tools for better understanding the processes involved in the conceptualization, development and production of live events. Throughout the course we will maintain an emphasis on applying our knowledge to realistic and relevant problems faced by entertainment professionals. It is only when you have experienced applying your knowledge to actual problems that you can readily see your strengths and weaknesses, and perhaps more importantly recognize that no single approach is appropriate for all situations. The Final Project will demonstrate students' ability to develop an event of his/her own, using the tools and knowledge presented to him/her throughout the course duration

### **Objective**

To give formal instructions and training to students to be future managers of the Event Industry. So that, they technical proficiency to effectively adjust, grow and excel in the field of Event Management.

### **Scheme**

Diploma courses will consist of two parts. Part I -theory papers to cover the essentials of curriculum & Part II -Practical paper and Industrial training.

Duration - 9 months

### **COURSES OUTLINE**

#### **Course Code and Course Title**

- ISASP/E011: Principles of Event Management
- ISASP/E012: Event Planning & Team Management
- ISASP/E013: Event Marketing and Advertising
- ISASP/E014: Event Leadership & Communication
- ISASP/E015: Event Safety and Security
- ISASP/E016: Basic Event Accounting
- ISASP/E017: Practical Paper

## COURSE DETAILS DESCRIPTION

<b>Couse Code</b>	<b>Course Title</b>	<b><u>Course Description</u></b>
ISASP /E011	Principles Of Event Management	<p><b><u>Unit 1:</u></b></p> <p>Historical perspective to event management, size &amp; type of event, event team, code of ethics</p> <p><b><u>Unit II:</u></b></p> <p>Principle of event management, concept &amp; designing, analysis of concept, logistics of concept.</p> <p><b><u>Unit III:</u></b></p> <p>Feasibility, key to success, SWOT analysis.</p>
ISASP /E012	Event Planning & Team Management	<p><b><u>Unit I</u></b></p> <p>Aim of event, Develop a mission, Establish Objectives Preparing event proposal, Use of planning tools</p> <p><b><u>Unit II</u></b></p> <p>Protocols, Dress codes, staging, staffing</p> <p><b><u>Unit III</u></b></p> <p>Leadership, traits and characteristics</p>
ISASP /E013	Event Marketing And Advertising	<p><b><u>Unit I</u></b></p> <p>Nature of Marketing, Process of marketing, Marketing mix, Sponsorship</p> <p><b><u>Unit II</u></b></p> <p>Image, Branding, Advertising Publicity and</p>

		Public relations
ISASP /E014	Event Leadership & Communication	<p><b><u>Unit I</u></b> Leadership skills , Managing team , Group development, Managing meetings</p> <p><b><u>Unit II</u></b> Written communications, (Official, demi-official, Invoice). Verbal communications</p>
ISASP /E015	Event Safety And Security	<p><b><u>Unit I</u></b> Security, Occupational safety, Crowded management</p> <p><b><u>Unit II</u></b> Major risks and emergency planning, Incident reporting, emergency procedures</p>
ISASP/E016	Basic Event Accounting	Budget, breakeven point, cash flow analysis, Profit & loss statement, balance sheet, panic payments, financial control system

### **Practical paper**

There will be six theory papers of three hours duration carrying 100 marks each. Out of these 100 marks, 80 marks will be the weightage for final theory paper and 20 marks will be for internal assessment for the sessional work.

In practical paper, students will be tested for planning, concept, designing and lay out of an event. Practical paper will carry 100 marks.